

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-54. (Cancelled)

55. (Previously Presented) A centralized gaming system, comprising:
a central server system storing a plurality of games of chance; and
at least one remote display terminal linked to the central server system, the at least one remote display terminal including a display, and in response to the at least one remote display terminal being idle for a predetermined period of time, the display displaying a plurality of game selection indicia corresponding to the plurality of games;

wherein in response to one of the games being selected for play according to the game selection indicia displayed at one of the at least one remote display terminal, software for the selected game is executed to randomly select an outcome, and the outcome is visually represented on the display of the one remote display terminal, the display of the one remote display terminal displaying the selected game until the one remote display terminal has been idle for the predetermined period of time.

56. (Previously Presented) The gaming system of Claim 55, wherein in response to one of the games being selected for play at the one remote display terminal at least some software for the selected game is downloaded from the central server system to the one remote display terminal and is selectively executed at the one remote display terminal.

57. (Previously Presented) The gaming system of Claim 55, wherein in response to one of the games being selected for play at the one remote display terminal, at least some software for the selected game is executed at the central server system.

58. (Previously Presented) The gaming system of Claim 55, wherein the software includes a random number generator for randomly selecting the outcome.

59. (Previously Presented) The gaming system of Claim 55, wherein the at least one remote display terminal includes upper and lower video displays, the upper video display depicting billboard indicia, the lower display visually representing the outcome.

60. (Previously Presented) The gaming system of Claim 59, wherein the upper display is a flat panel display selected from a group consisting of a liquid crystal display (LCD), plasma display, field emission display, digital micromirror display (DMD), dot matrix display, and vacuum florescent display (VFD).

61-70. (Cancelled)

71. (Previously Presented) A method of executing a game of chance, comprising:
providing a central server system storing a plurality of games of chance and including a play engine;
providing at least one display terminal remote from and linked to the central server system, the at least one remote display terminal including a display;
in response to the at least one remote display terminal being idle for a predetermined period of time, displaying a plurality of game selection indicia corresponding to the plurality of games;
receiving, according to the game selection indicia at one of the display terminals, a player's selection of one of the games to be played at the one display terminal;
executing software for the selected game to randomly select an outcome;
visually representing the outcome on a display of the one of the display terminals; and
displaying the selected game until the one display terminal has been idle for the predetermined period of time.

72. (Previously Presented) The method of Claim 71, wherein the step of executing the software includes generating a random number for randomly selecting the outcome.

73. (Previously Presented) The method of Claim 71, further including downloading at least some software for the selected game to the one display terminal, and selectively executing the software for the selected game at the one display terminal.

74. (Previously Presented) The method of Claim 71, further including executing at least some software for the selected game at the central server system.

75-92. (Cancelled)

93. (Previously Presented) The gaming system of Claim 56, wherein the at least some software executed at the one remote display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

94. (Previously Presented) The gaming system of Claim 57, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.

95. (Currently Amended) The ~~gaming system~~ method of Claim 73, wherein the at least some software executed at the one display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

96. (Currently Amended) The ~~gaming system~~ method of Claim 74, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.